

Rule of Alchemy

*“Burn oh silly cauldron, burn
Water; fear not the boil
A tasty drink I churn and churn
To help her meet the soil.”*

Rules of Conduct

- ❖ Alchemy is the study of the Flora and Fauna, the collection of ingredients and their combination in order to achieve awe inspiring results.
- ❖ Alchemy is a dual art that combines the wisdom of the **Hecateion** with the diligence of the **Athenæum** (*more on those in the Lore of the South*). Depending on the influence they have on a character, an Alchemist may choose a different basis of knowledge to draw from.
- ❖ Alchemy hails members and students from all level of skill and privilege. There are 3 ranks within the Alchemist Order: **Trainee**, **Advanced**, **Professor**.
- ❖ Alchemy causes effects on characters implicitly, through the consumption of products. These products for the sake of the rules are categorized and referred to as **Potions**. Alchemists have the ability to create **Potions**.
- ❖ The study of Alchemy is hindered by the use of *Devices*, *Haunted Equipment* and the activation of *Magical Spark*, as it creates unstable products. As such, an Alchemist can not use abilities of those Disciplines.
- ❖ In order to use a **Potion** that was created by an Alchemist, the *Target* must drink (or pretend to drink) one dosage of the **Potion**. Every **Potion** is created in a single dosage

container. It is advised to use containers of up to 125ml.

- ❖ Whoever drinks (or pretends to drink) a **Potion** feels the effects of the **Potion** take hold immediately.
- ❖ Every **Potion** should bear an explanatory card when served. The explanations in the card contain the description of the effects of the **Potion**.
- ❖ The explanation of **Potions** out of game and their usage is hard if the players do not play fair. Try to understand Alchemy and the consumption of **Potions** as something that helps the experience of your co-players instead of as something that sabotages your gameplay. If you do not see someone being suspicious (e.g. throwing something in your drink) but note an explanatory card on your drink, you should drink it without hesitation.
- ❖ A person that uses a **Potion** is described as the *Actor*. The person affected by it is described as the *Target*.

[Note: Within the universe of the game, an *Actor* personalizes the spell effect by adding some of their genetic material (e.g. saliva, hair, etc.) into the prepared **Potion**. Within the game however, such actions will not be acted upon, and this is written explicitly in the rules for your information.]

- ❖ Every **Potion** has an effect window of 30 minutes, if it has a **Light** effect or 5 minutes with a **Heavy** effect. The *Target* usually chooses which of the two it will prefer, unless written otherwise in the **Potion** effect.

Rules of Usage

- ❖ Alchemy is based on the use of 3 or more ingredients. The base ingredients for a **Potion** are: **Base, Catalyst, Body**.
- ❖ The **Base** is usually the liquid in which the **Body** is distilled. The **Athenæum** tends to use *Tinium* (Soda Water) as a **Base**, while the **Hecateion** tends to use *Water*.
- ❖ The **Athenæum** tends to use methods of *Cold Distillation*, while the **Hecateion** prefers the usage of *Flame*. As such, in some games the creation of **Potions** through the **Hecateion** might be unavailable.
- ❖ The **Catalyst** is an ingredient that is used as kindling for the *Flame* or as a *Reactor* with *Tinium* in *Cold Distillation*. **Catalysts** usually stem from *Vile Beasts*, but the study of the **Catalysts** still requires further citation.
- ❖ The **Body** is usually the main ingredient that decides the effects of a **Potion**. Some effects require more than one ingredient for the **Body**, while others have simple ingredients.
- ❖ Ingredients that are referred to as **Bodies** are controlled substances that are brought into the game by the Organizers and cannot be brought as player belongings into the game.
- ❖ Ingredients that are referred to as **Catalysts** are materials that can be found throughout the game through quests, scouting or haggled with the Guilds. Every **Catalyst** falls under one or two categories.
- ❖ Catalysts may contain whichever of the following properties and are categorized as such: **Chaotic, Elemental, Plasmatic,**

Crystallic, Ectoplasmic, Chthonic, Ionized and Tenebrian.

- ❖ Every categorization of **Catalyst** and **Body** has known and unknown properties that can be further studied and experimented on by you. Alchemy is an open ended art that can be improved upon as the game progresses with the knowledge of your character.

Rules of Potions

[Rank 1: Trainee]

HEALTH POTION

Base: Water or Tinium(Soda Water)

Catalyst: Elemental or Crystallic

Body: Fresh Mint

Effect:

The *Target* regains **Hit Points**, if it is not in the **Dead** status and also regains functionality in *Wrecked* limbs

Light: The *Target* regains 3 **Hit Points** within the next 5 minutes.

Heavy: The *Target* regains 1 **Hit Point** immediately.

CHARM POTION

Base: Water or Tinium(Soda Water)

Catalyst: Chaotic or Crystallic

Body: Turmeric Powder and Rosemary

Effect:

The *Target* finds the *Actor* extremely interesting and regards their proposals with enthusiasm, eagerness and protectiveness.

Light: The *Target* keeps their personality and objectives but is willing to make small errands for the *Actor* in the next 30 minutes.

Heavy: The *Target* *blindly* obeys the *Actor* for the next 5 minutes.

SLEEP POTION

Base: Water or Tinium(Soda Water)

Catalyst: Plasmatic

Body: Sage

Effect:

The *Target* feels their eyelids getting heavier and starts feeling tired. The *Target* may at any point choose the **Heavy** Effect, even if they initially chose the **Light**.

Light: The *Target* moves slowly and is unable to fight or invoke spells for the next 5 minutes.

Heavy: The *Target* is fast asleep. During the duration of this sleep they can not be awakened by natural means and they can not defend themselves for the next 5 minutes.

[Rank 2: Advanced]

POISON

Base: Water or Tinium(Soda Water)

Catalyst: Ectoplasmic

Body: Chilli Flake Powder

Effect:

The *Target* is transferred to the **Dead** state and loses all of their **Hit Points**. The *Target* acts as if they do not know they have been poisoned for the duration.

Light: The *Target* gradually loses all of their **Hit Points** within the next 30 minutes and dies violently.

Heavy: The *Target* instantly loses all of their **Hit Points** within the next 5 minutes.

ANTIDOTE

Base: Water or Tinium(Soda Water)

Catalyst: Elemental

Body: Rose Water and Ginger Powder

Effect:

The *Target* is healed from any **Potion** effect they are currently affected by.

Light: The **Potion** takes effect after 5 minutes. Any active **Potion** effects continue to affect the *Target* in those 5 minutes.

Heavy: The **Potion** acts immediately. The *Target* can not fight or act for 5 minutes after consuming the **Potion** due to experiencing side effects.

MADNESS POTION

Base: Water or Tinium(Soda Water)

Catalyst: Tenebrian

Body: Cinnamon

Effect:

The *Target* acts as if everything around them is dangerous and holds ill intentions towards them; the *Target* seeks to protect themselves from that danger. The character is frightened. The *Target* should act this effect out in a way that respects the framework of the game and takes their surroundings into consideration. It is advised that the effects are not immediate, but creep in steadily.

Light: For the next 30 minutes, the *Target* sees hallucinations of their own choosing that discomfort/scare their character.

Heavy:

The *Target* experiences a manic episode, in which they react in an irrational, weird and egocentric fashion for the next 5 minutes.

[Rank 3: Professor]

TRUTH POTION

Base: Water or Tinium(Soda Water)

Catalyst: Crystalline

Body: Rosehip and Lemon Zest

Effect:

The *Target* is forced to answer truthfully, being unable to hide the Truth to what they know.

Light: The *Target* is forced to answer honestly in the next 3 questions that the *Actor* makes in the coming 30 minutes. However, the *Target* is obliged to only answer what is asked and what they know, and nothing more.

Heavy: The *Target* can only say the Truth for the next 5 minutes.

PURITY POTION

Base: Water or Tinium(Soda Water)

Catalyst: Ionized

Body: Clove Powder

Effect:

The *Target* is inflicted a wound upon their Spark and is unable to receive or use **Spells**.

Light: The *Target* is feeling nauseous for the next 30 minutes. If a **Spell** is inflicted to them, the spell is negated. If they cast a Spell, the spell activates as normal.

The *Target* then reels in disgust for the next 5 minutes. While reeling, the *Target* is unable to move, fight and cast spells.

Heavy: The *Target* is unable to receive or cast **Spells** for the next 5 minutes. The *Target* should say the command word "**Interrupt**" if anyone tries to apply a **Spell** to them during that time.

REVIVAL POTION

Base: Water or Tinium(Soda Water)

Catalyst: Ectoplasmic and Elemental

Body: Honey and White Pepper

Effect:

The *Target* is transferred from the **Dead** state to the **Functional** state.

Light: The *Target* is immediately returned to life with 1 **Life Point**.

Heavy: The *Target* is returned to life after 5 minutes with all of their **Hit Points**.